

ABSTRACT

A game comprising a plurality of stations, each of which recognizes the accomplishment of a task therewith and communicates this accomplishment to at least one other station. In this manner, at least one of the stations can gather
5 information from all of the stations for score-keeping and other purposes. An output can be generated by one, some, or all of the stations based on an accomplishment with a particular station and/or based on the information gathered from all of the stations. The communication between/among the stations is preferably performed wirelessly by infrared light techniques, radio
10 frequency techniques, and/or ultra high-frequency sound techniques.

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